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CS162

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Final Project Proposal

My proposal is to build an interactive D&D character sheet using Tkinter. Originally, I was considering building another game, something more simple than last time. I ultimately decided on trying out a different project, something that would reflect both the requirements of the project better and that does have some application to my future career goals.

The plan for the project is to take a pre-existing character sheet from the D&D 5E rule set and create an interactive window that would display the character sheet. The intent is for the user to be able to input the basics of a built character (stats, exp, name, race, etc…) and the program will return the appropriate modifiers and stat application to the sheet in an easy to read manner. This will require error handling for strings versus integers, as well as creating my own errors to handle information that would either break the game or kill the character, such as a negative constitution number. Once the player has input the desired info and the “sheet” is finished, my goal is to create the ability to save the sheet for further modification and usage.

I have been playing D&D for a long time and have used various forms of character sheets in the past, yet many that I have tried to use seem a bit too convoluted and clunky. This would give me the chance to create something that I feel would work for me in playing the game as well as possible other players. We will see where this goes.